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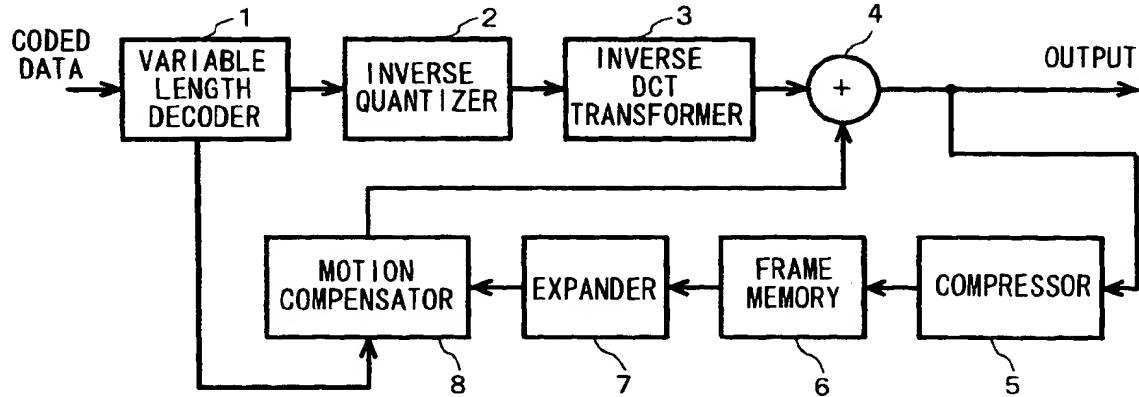
### (54) Apparatus for decoding coded video data

(57) An apparatus for decoding coded video data is provided which is capable of decreasing the storage size of its frame memory while attenuating the drift noise and minimizing lowering of the resolution during the reconstruction of the coded video data.

The apparatus comprises a data size reducing means for reducing the size of a decoded video data reconstructed by subsampling, pixel differential coding, or other means, a frame memory for saving a reduced

video data released from the data size reducing means, and a data size recovering means for recovering the original size of the decoded video data from the reduced data saved in the frame memory. Accordingly, the storage size of the frame memory is decreased by a combination of compression of pixel data and IDCT processing in a reduced block size and will successfully attenuate unwanted drift noise and minimize declination of the resolution.

FIG. 2



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**Description****BACKGROUND OF THE INVENTION****Field of the Invention**

The present invention relates to an apparatus for decoding coded video data and particularly, to a coded video data decoder in which video data of e.g. MPEG2 coded format is decoded with a frame memory minimized in the storage size.

**Description of the Related Art**

Among various methods of minimizing the storage size of a frame memory in decoding of coded video data is a scalable decoder (Fig. 1) such as depicted in "Scalable decoder without low-frequency drift" by Iwashashi et al, (Singaku Giho, DSP94-108). The scalable decoder is a device for decoding a part of coded data and thus allows the storage size of a frame memory to be decreased with the use of IDCT (inverse discrete cosine transform) with a low degree as shown.

Video data of e.g. MPEG2 coded format is variable length decoded by a variable length decoder 1 and resultant quantized DCT coefficients are inverse quantized by an inverse quantizer 2 to produce  $8 \times 8$  DCT coefficients. When  $4 \times 4$  DCT coefficients in the  $8 \times 8$  DCT coefficients are subjected to two-dimensional IDCT process of a  $4 \times 4$  IDCT 10, video data consisting of  $4 \times 4$  pixels is reconstructed which is 1/2 of the original video data in both the horizontal and vertical directions. If a block to be decoded is motion compensation blocks, the motion compensation blocks are supplied from a motion compensator 8 and added to the  $4 \times 4$  pixel data for reproducing decoded video data. The decoded video data is 1/2 of the original size in both the horizontal and vertical directions and enlarged by an up-sampler 11 before stored at the succeeding step in a sequence in a memory, not shown, for display.

Also, the decoded video data is stored in a frame memory 6 of which storage size is 1/4 of the original size because the data to be stored is 1/2 of the original size in both the horizontal and vertical directions. For carrying out a motion compensation process in a reduced space, a motion vector converter 12 is provided for converting a motion vector to 1/2 in both horizontal and vertical and extracting its corresponding blocks from the frame memory 6. If the two-dimensional IDCT process is executed with  $4 \times 4$  IDCT in the horizontal direction and  $8 \times 8$  IDCT in the vertical direction, the decoded video data and the frame memory are 1/2 of the original size.

The foregoing conventional method is capable of reducing the frame memory size by changing IDCT size but may create drift noise due to inconformity of a predictive image between the coding side and the decoding side and lower the quality of a reconstructed image. Al-

so, the resolution of the reconstructed image will be as low as 1/2 or 1/4 of the original.

**SUMMARY OF THE INVENTION**

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It would therefore be desirable to solve the conventional problems, and provide an apparatus for decoding coded video data which is capable of decreasing the storage size of its frame memory while attenuating the drift noise and minimizing lowering of the resolution during the reconstruction of the coded video data.

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According to a preferred embodiment of the present invention there is provided a data size reducing means for reducing the size of a decoded video data reconstructed by subsampling, pixel differential coding, or other means, a frame memory for saving a reduced video data released from the data size reducing means, and a data size recovering means for recovering the original size of the decoded video data from the reduced data saved in the frame memory or saving means.

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According to this embodiment the storage size of the frame memory is decreased by a combination of compression of pixel data to be saved in the frame memory without or with lowering its quality to a minimum and IDCT processing in a reduced block size and will successfully attenuate unwanted drift noise and minimize declination of the resolution as compared with the conventional frame memory size reducing methods.

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**BRIEF DESCRIPTION OF THE DRAWINGS**

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Fig. 1 is a block diagram showing a decoder of the prior art;

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Fig. 2 is a block diagram of a first embodiment of a decoder according to the present invention;

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Fig. 3 is a block diagram of a compressor shown in Fig. 2;

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Fig. 4 is a block diagram of an expander shown in Fig. 2;

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Figs. 5A to 5C are explanatory views showing predictive methods for determining a predictive value PX;

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Fig. 6 is an explanatory view showing an example of the predictive method of Fig. 5C in a two-dimensional space;

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Fig. 7 is a graphic diagram showing an example of characteristics of the quantizer 21;

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Fig. 8 is a block diagram of a second embodiment of a decoder according to the present invention;

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Fig. 9 is a block diagram of a third embodiment of a decoder according to the present invention;

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Figs. 10A and 10B are explanatory views showing examples of the IDCT process in the second or third embodiment;

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Fig. 11 is a block diagram of a fourth embodiment of a decoder according to the present invention;

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Fig. 12 is a block diagram of a compressor 5 in a fifth embodiment; and

Fig. 13 is a block diagram of an expander 7 in the fifth embodiment.

#### DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

Embodiments of the present invention will be described in more detail referring to the accompanying drawings. Fig. 2 is a block diagram of a coded video data decoder according to a first embodiment of the present invention. A coded data input of video data of e.g. MPEG2 format is variable length decoded by a variable length decoder 1 and resultant quantized DCT coefficients are inverse quantized to  $N \times N$  DCT coefficients by an inverse quantizer 2. In the MPEG format,  $N$  is eight. The DCT coefficients are then fed to an inverse DCT transformer 3 where they are converted to  $N \times N$  pixels of differential pixel data. The differential pixel data is added by an adder 4 with an image data derived from a frame memory 6 to produce a decoded video data. When a block data input to be decoded is motion compensation blocks, a motion compensator 8 reads necessary blocks from the frame memory 6 for motion compensation. The reconstructed decoded video data is sequentially stored in a display memory, not shown, at the succeeding step prior to display.

Also, the decoded video data is compressed once again by a compressor 5 and saved in the frame memory 6. A compressed video data when requested for the motion compensation is read out and its pixel data in necessary is decoded by an expander 7 and transmitted to the motion compensator 8. It is a feature of this embodiment to compress the decoded video data before storing it in the frame memory which can be thus decreased in the storage size.

Fig. 3 is a block diagram showing a construction of the compressor 5. In the compressor 5, the video data is first fed to a subtractor 20 where it is subtracted by a predictive data supplied from a predictor 24 to produce a predictive difference  $\Delta$  which is then quantized by a quantizer 21. A quantized data is decoded by a local decoder composed of an adder 23 and the predictor 24. Assuming that the video data of interest is  $X$  and the predictive data is  $PX$ , the difference is expressed by:

$$\Delta = X - PX$$

$PX$  can be calculated by various methods. Figs. 5A to 5C illustrate some of the methods of determining the predictive data  $PX$ , in which pixels are aligned in horizontal. The prediction is then explained with the pixels of a horizontal row. Also, the shaded pixels represent pixels to be directly encoded without using any predictive data and the not shaded, white pixels are to be compression encoded by a predictive coding. For the motion compensation, the frame memory has to be random accessed for retrieval of required blocks. The random ac-

cess may be performed by differential encoding with the pixels without prediction, which are saved in every given length of period.

Fig. 5A shows a predictive coding method using each neighbor pixel on the left. If the predictive data of a pixel  $X1$  is  $PX1$ , the difference  $\Delta 1$  to be encoded is given from:

$$10 \quad PX1 = X0, \Delta 1 = X1 - X0$$

The succeeding pixel  $X2$  is then processed with the use of a predictive coded, locally reconstructed data of  $X1$  (referred to as  $RX1$ ). If the predictive data of  $X2$  is  $PX2$ , the difference  $\Delta 2$  is calculated from:

$$20 \quad PX2 = RX1, \Delta 2 = X2 - RX1$$

It is noted that every  $PN$ th pixel is encoded without predictive data.  $PN$  is an integer greater than 2 and if it is an infinite number, the first pixel only is encoded without using the predictive coding.

Fig. 5B illustrates another predictive coding method with the use of a pixel data encoded without prediction. As shown, pixels  $X1$ ,  $X2$ , and  $X3$  are predicted from  $X0$ . For example, if the predictive data of the pixel  $X3$  is  $PX3$ , the difference  $\Delta 3$  is calculated from:

$$30 \quad PX3 = X0, \Delta 3 = X3 - X0$$

Also, every  $PN$ th pixel is encoded without using the predictive coding.

Fig. 5C shows a further predictive coding method in which two or more decoded pixels are used for prediction. For example,  $X1$  is predicted from a combination of  $X0$  and  $X4$  allocated in horizontal. The predictive pixel  $PX1$  is expressed by:

$$40 \quad PX1 = \alpha X0 + \beta X4$$

where  $\alpha$  and  $\beta$  are weighted coefficients which may be  $\alpha = \beta = 1/2$  for determining a simple average or  $\alpha = 3/4$ ,  $\beta = 1/4$  for calculating a weighted mean value in accordance with the distance between two pixels.

The above methods may be utilized with respect to not only the horizontal direction but also the vertical direction or a diagonal direction. Fig. 6 is an explanatory view showing the predictive coding method of Fig. 5C applied to a two-dimensional space, in which  $X00$ ,  $X02$ ,  $X20$ , and  $X22$  are pixels to be encoded without prediction. Using the predictive coding method,  $X01$  is predicted from  $X00$  and  $X02$  located on the same horizontal row. Also,  $X10$  is predictive coded using  $X00$  and  $X20$ , and  $X11$  is predicted from  $X00$  and  $X22$  which are aligned diagonally. In the same way, Fig. 5A and Fig. 5B

can be applied to a two-dimensional space.

Fig. 7 is a graphic diagram showing functional characteristics of the quantizer 21, in which X axis represents an input level and Y axis is an output level. Q is a step size of quantization. The characteristic denoted by the dotted line (a) in Fig. 7 is of linear quantization, in which assuming that the input is X and the output or quantized representative is Y,  $Y=Q$  is established when  $(Q/2) \leq X < (3Q/2)$ . The real line (b) of Fig. 7 is of dead-zone type linear quantization commonly used for MPEG format, in which the output is 0 when the input is  $\pm Q$ . The quantizer 21 may be utilized of a non-linear type as well as other linear types. It is also possible that the quantization is applied depending on the classification of pixels. For example, the pixels to be encoded without prediction as shown in Fig. 3 are not subjected to the quantization but directly transmitted towards the output.

The encoder 22 may be either a fixed length encoder or a variable length encoder used for MPEG format. In case of the fixed length encoder, a 6-bit data is produced from 64 quantized values. Also, encoded data is reduced by the complement of 2. For example, when 8-bit data is entered with the predictive difference  $\Delta$  of -255 to +255 at the quantization step Q of 4, 127 quantized values are produced including -252, -248..., 0, ..., 248, and 252. The 127 values can be expressed in the 7-bit format.

It is now noted that the predictive difference  $\Delta$  of a pixel X is within a dynamic range of 256. Therefore, the quantized output is represented by 64 different values which can be expressed in the 6-bit format. If  $P=0$ , X is within a range from 0 to 255. Hence,  $\Delta=X-P$  ranges 0 to 255. If  $P=255$ ,  $\Delta$  ranges -255 to 0. As  $\Delta$  stays in the dynamic range of 256, the quantized output is expressed by 64 values at the quantization step Q of 4.

Fig. 4 is a block diagram showing a construction of the expander 7 of Fig. 2. The compressed pixel data derived from the frame memory 6 is fed to a decoder 30 where it is subjected to an inverse of the coding action of the encoder 22 of Fig. 3 for reconstructing a quantized data from the fixed or variable length code form. The quantized data is inverse quantized by an inverse quantizer 31 reproducing a predictive difference  $\Delta$ . If the quantization denoted at (a) in Fig. 7 is involved, the quantized values are 0, Q, 2Q, and so on. Accordingly, the quantized data of 0, 1, ..., 63 at the quantization step Q of 4 are converted to 0, 4, 8, 12, ..., 252 of  $\Delta$  respectively.

The predictive difference  $\Delta$  is combined with a predictive value P by an adder 32 to decode the pixel X which is equal to  $P+\Delta$ . A predictor 33 may be identical in construction to the predictor 24 of Fig. 3. The inverse quantization may be an inverse of the linear or non-linear quantization process shown in Fig. 7.

A second embodiment of the present invention will now be described. Fig. 8 is a block diagram of a decoder of the second embodiment. Video data encoded of e.g. MPEG2 format is variable length decoded by a variable

length decoder 1 and quantized DCT coefficients are inverse quantized by an inverse quantizer 2 to produce  $N \times N$  DCT coefficients. The  $N \times N$  DCT coefficients are then fed to a  $K \times M$  inverse DCT transformer 40 where

5 their low-frequency or  $K \times M$  component ( $K, M \leq N$ ) is subjected to  $K \times K$  IDCT process in the horizontal direction and  $M \times M$  IDCT process in the vertical direction, thus reconstructing a  $K \times M$  pixel data. If the motion block data to be decoded is motion compensation

10 blocks, the  $K \times M$  data is combined by an adder 4 with motion compensation block data derived from a motion compensator 8.

A resultant decoded video data is compressed again by a compressor 5 and stored in a frame memory

15 6. When the blocks are requested for motion compensation, their compressed data is decoded by an expander 7 and subjected to the motion compensation of a motion compensator 8. Motion vectors MV from the variable length decoder 1 are however subjected to the motion

20 compensation by a motion vector converter 12 where motion vectors MV scaled down to  $K/N$  in the horizontal direction and  $M/N$  in the vertical direction are used. The decoded video data is converted by a upsampler 41 to a desired size. For example, when the decoded

25 video data is scaled to  $N/K$  and  $N/M$  in the vertical and horizontal directions respectively, it is upsampled to the original size.

As described above, this embodiment provides a combination of the inverse DCT process of a reduced size of video data and the compression of the video data to be stored in the frame memory, hence allowing the frame memory to be decreased in the storage size.

The action of the  $K \times M$  IDCT transformer 40 will be explained in more detail referring to Fig. 10A. Fig.

35 10A illustrates  $N \times N$  DCT coefficients. In the  $K \times M$  IDCT transformer 40,  $K \times M$  DCT coefficients of a low frequency component in the  $N \times N$  DCT coefficients, K in horizontal by M in vertical, are inverse DCT processed. More specifically, the  $K \times K$  IDCT process in the

40 horizontal direction and the  $M \times M$  IDCT process in the vertical direction are performed to produce a  $K \times M$  pixel block data.

The motion vector converter 12 multiplies the motion vectors MV by  $K/N$  in the horizontal and  $M/N$  in the vertical thus producing and delivering the scaled down data MV'. Assuming that horizontal and vertical components of MV and MV' are MVx, MVx' and MVy, MVy', the following equations are established:

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$$MVx' = MVx \times K/N$$

$$MVy' = MVy \times M/N$$

55 However, the accuracy of calculation depends on the accuracy of decimal fractions as well as the accuracy of integers. The motion compensation will thus be in-

creased in the accuracy to as a high level as a decimal fraction level of MPEG format.

The upsampler 41 converts the decoded video data to a desired size. For example, the upsampling of the decoded video data by N/K and N/M in the vertical and horizontal directions respectively will produce the original size. The upsampling may be realized by linear interpolation.

It is assumed that three consecutive pixels R0, R1, and R2 are converted to a group of four pixels Q0, Q1, Q2, and Q3, these pixels Q0, Q1, Q2, and Q3 are calculated from ratio of distances between R0, R1, and R2 as expressed by:

$$Q_0 = R_0, \quad Q_1 = 1/3R_0 + 2/3R_1,$$

$$Q_2 = 2/3R_1 + 1/3R_2, \quad Q_3 = R_2$$

Fig. 9 is a block diagram showing a third embodiment of the decoder of the present invention. Video data of e.g. MPEG 2 coded form is variable length decoded by a variable length decoder 1 and resultant quantized DCT coefficients are inverse quantized by an inverse quantizer 2 to produce an  $N \times N$  DCT coefficients. In a zero-pad inverse DCT (0 pad IDCT) 50, other than a low frequency or  $K \times M$  component of the  $N \times N$  DCT coefficients from the inverse quantizer 2 is filled with 0s for IDCT process of the  $N \times N$  data, reconstructing  $N \times N$  pixels. Fig. 10B is an explanatory view of the zero-pad inverse DCT process. The zero-pad IDCT 50 performs an  $N \times N$  IDCT process assigning 0 to the coefficients other than  $K \times M$  coefficients in the low frequency range of the  $N \times N$  DCT data, thus reconstructing a  $N \times N$  pixel data. If the block data to be decoded is motion compensation blocks, the motion compensation blocks supplied from a motion compensator 8 are combined by an adder 4 with the  $N \times N$  data hence reconstructing a video data to be decoded.

The decoded video data is then compressed by a compressor 5 and saved in a frame memory 6. Pixels in the compensation blocks of a resultant compressed video data are decoded by an expander 7 when motion compensation is requested and fed to a motion compensator 8 for the motion compensation process. According to this embodiment, the video data is IDCT processed by filling a given area with 0s and its compressed, reduced form is saved in the frame memory 6 which can hence be decreased in the storage size. The arrangement of the third embodiment permits reduction of a high-frequency component from the differential image data released by the inverse DCT transformer and thus satisfies the accuracy of the reduced video data to be stored in the frame memory 6.

Fig. 11 is a block diagram showing a fourth embodiment of the decoder of the present invention. Video data of e.g. MPEG2 coded format is variable length decoded

by a variable length decoder 1 and resultant quantized DCT coefficients are inverse quantized by an inverse quantizer 2 to produce  $N \times N$  DCT coefficients. In an IDCT 3, the  $N \times N$  DCT coefficients are IDCT processed to an  $N \times N$  pixel data. If the block data to be decoded is motion compensation blocks, the motion compensation blocks are retrieved from a motion compensator 8 and combined with the  $N \times N$  pixel data.

The decoded data is reduced in data size by a down sampler 60 and stored in a frame memory 6. When the motion compensation is requested, the reduced pixel data is recovered all pixels in the blocks by an upsampler 61 before fed to the motion compensator 8.

The down sampler 60 samples, for example, every  $SN$ th pixel ( $SN > 0$ ,  $SN$  being an integer) while eliminating the other pixels so that the pixel data is reduced at 1: $SN$ . Accordingly, the pixel data is reduced to 1: $SN$  before saved in the frame memory. The upsampler 61 recovers the eliminated pixel data by e.g. linear interpolation. For example, if  $X_0$  and  $X_3$  of the pixel data are stored in the frame memory 6,  $X_1$  and  $X_2$  are recovered by calculating the ratio of distance between  $X_0$  and  $X_3$  as expressed by:

$$X_1 = 2/3X_0 + 1/3X_3, \quad X_2 = 1/3X_0 + 2/3X_3$$

Figs. 12 and 13 are block diagrams showing primary parts of a fifth embodiment of the decoder of the present invention. The fifth embodiment is a modification of the first embodiment of Fig. 1 in which the compressor 5 and the expander 7 are modified as shown in Figs. 12 and 13 respectively. Fig. 12 illustrates a construction of the compressor 5 according to the fifth embodiment. An  $S \times T$  Hadamard transformer 70 is provided for Hadamard transforming every  $S \times T$  block of the pixel data ( $S$  and  $T$  being positive integers) to output a frequency-domain data. The output data is then quantized by a quantizer 21 and encoded by an encoder 22. The quantizer 21 and the encoder 22 may be similar to those explained in the first embodiment. It is also possible that the quantization step  $Q$  of the quantizer 21 is varied depending on the location and size of factors in each block.

Fig. 13 illustrates a construction of the expander 7 according to the fifth embodiment. Compressed video data saved in the frame memory 6 is decoded of its quantized coefficients by a decoder 30 and converted by an inverse quantizer 31 to a frequency-domain data in each  $S \times T$  block. The frequency-domain data is decoded by an  $S \times T$  inverse Hadamard transformer 71 to the original image data. The decoder 30 and the inverse quantizer 31 may be similar to those of the first embodiment. The Hadamard transformation in the fifth embodiment may be substituted by another orthogonal transform method such as DCT.

Although the preferred embodiments of the present invention have been described, further modifications are possible as will be described below. The transfor-

mation may be implemented by any other applicable method such as Wavelet transform than the popular DCT.

The embodiments of the present invention are not limited to the use of a quantizer and other equivalent devices may be utilized for enabling loss-less coding (which allows perfect reconstruction of data).

Each functional block of the decoder may be realized by software running on a computer of e.g. a personal or workstation type or by hardware such as an LSI.

As set forth above, the described embodiments allow the storage size of the frame memory to be decreased by a combination of compression of pixel data to be saved in the frame memory and IDCT processing in a reduced block size, successfully attenuating unwanted drift noise and minimizing declination of the resolution as compared with the conventional frame memory size reducing methods.

For example, a test video data (of the flower garden) defined by ISO was compressed by a sampling rate of 2 to 6 Mbit/s of MPEG2 format with a decoder embodying the invention having a frame memory of which storage size is reduced to 1/2 in horizontal. The result of decoding in the second embodiment yielded as a higher gain as 1.5 to 4.5 dB than that of the conventional methods. Also, it was found that the declination of the resolution is insignificant and the drift noise is remarkably attenuated.

## Claims

1. An apparatus for decoding coded video data comprising:  
a data size reducing means for reducing the size of a decoded video data;  
a storing means for storing a reduced size of the video data released from the data size reduction means; and  
a data size recovering means for recovering the original size of the video data from the reduced size data supplied by the storing means.
2. An apparatus for decoding coded video data according to claim 1, wherein the data size reducing means is a compressing means for compressing the video data by sub-sampling process, and the data size recovering means is an interpolating means for recovering the video data by interpolation process.
3. An apparatus for decoding coded video data according to claim 1, wherein the data size reducing means is a compressing means for compressing pixels of the video data in a sequence by pixel differential coding process, and the data size recovering means is an expanding means for recovering

the video data by pixel differential decoding process.

4. An apparatus for decoding coded video data according to claim 1, wherein the data size reducing means is a compressing means for compressing blocks of the video data by orthogonal transform process, and the data size recovering means is an inverse transforming means for recovering the video data by an inverse of the orthogonal transform process.
5. An apparatus for decoding coded video data according to claim 4, wherein the orthogonal transform process employs Hadamard transform.
6. An apparatus for decoding coded video data according to claim 3, 4 or 5, further comprising:  
a quantizing means for quantizing the compressed video data released from the compressing means; and  
an inverse quantizing means for inverse quantizing the video data read out from the saving means.
7. An apparatus for decoding coded video data according to claim 3 or 6, wherein some of the pixels in each frame which are allocated at equal intervals are directly saved in the saving means and the other pixels are reduced in the size.
8. An apparatus for decoding coded video data according to one of claims 1 through 7, wherein the video data of interest is of coded data produced by video data compression process with a transform encoding, and further comprising:  
an inverse transforming means for inverse transforming a low-level component of the video data of transform encoded form; and  
a resolution converting means for converting the video data of decoded form to a desired degree of resolution for display.
9. An apparatus for decoding coded video data according to claim 8, wherein the transform encoding process is DCT and the low-level component of the video data of encoded form is inverse DCT for reconstructing a decoded form of the low-level component video data.
10. An apparatus for decoding coded video data according to one of claims 1 through 7, wherein the video data of interest is of coded data produced by video data compression process with a transform coding of DCT, and further comprising:  
an inverse transforming means for performing

inverse DCT process by assigning other than a low-level component of the video data to 0 for reconstructing a decoded form of the low-level component video data.

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FIG. 1

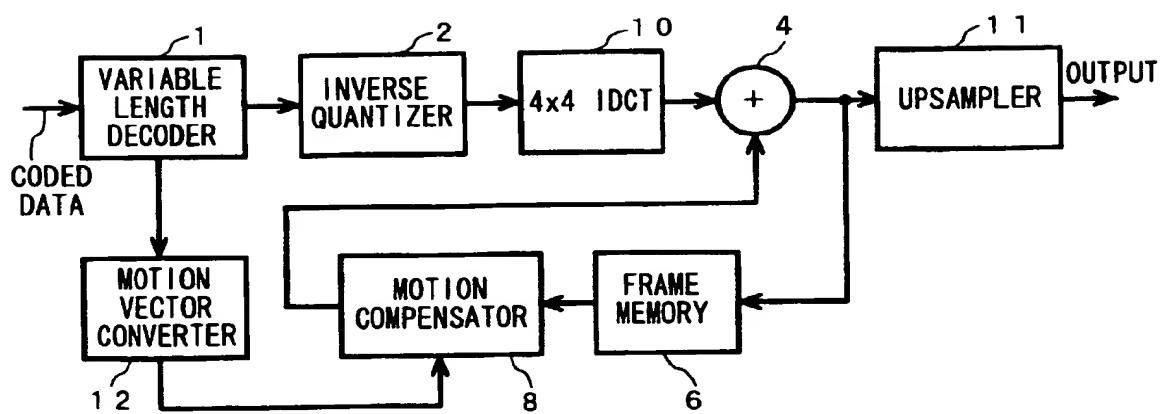


FIG. 2

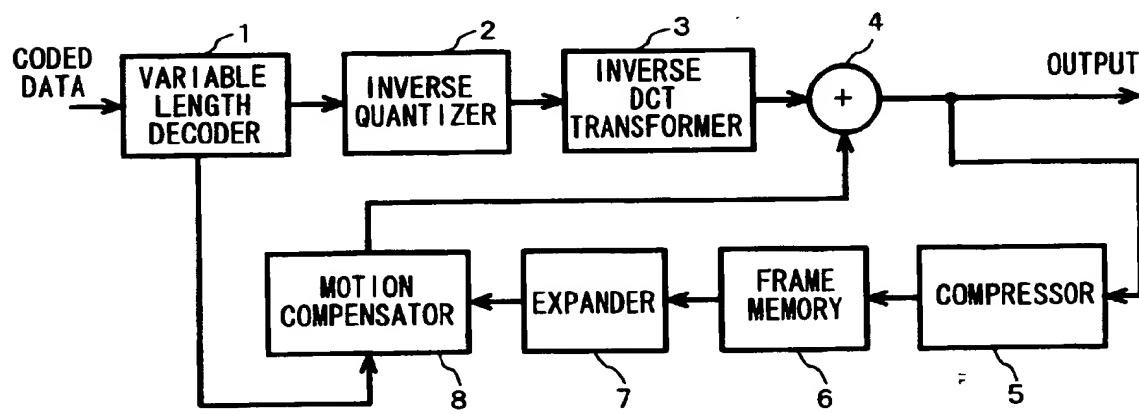


FIG. 3

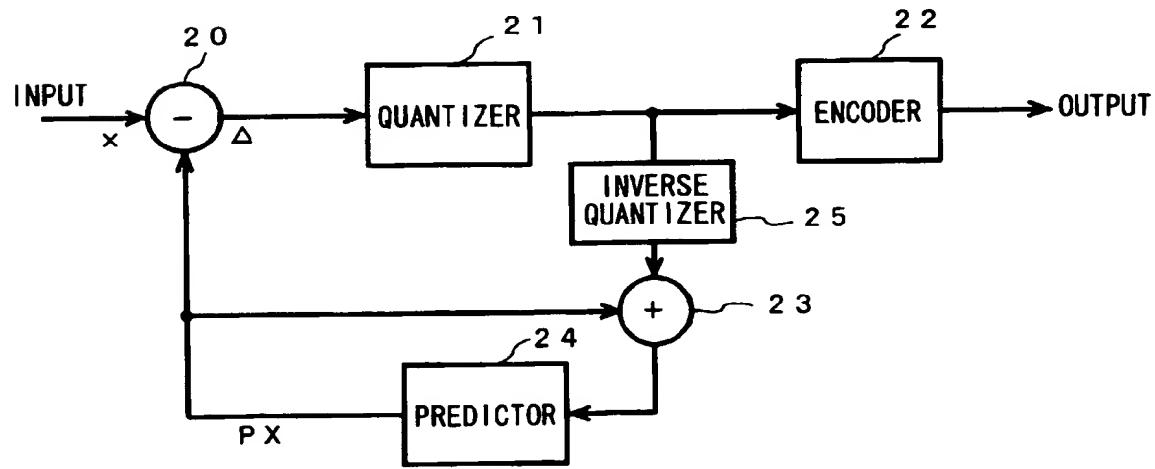


FIG. 4

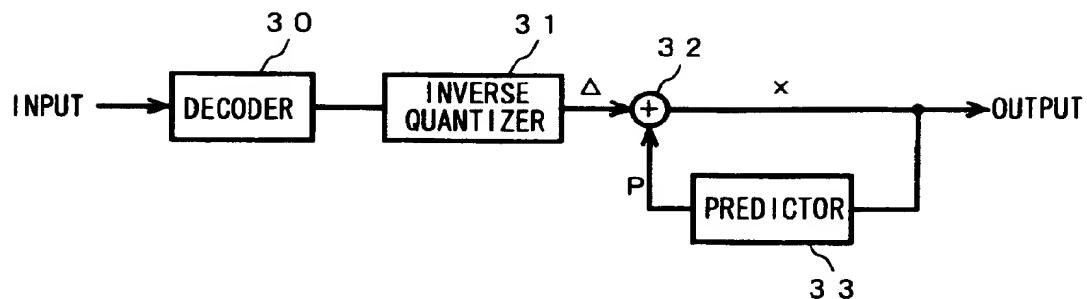


FIG. 5 A

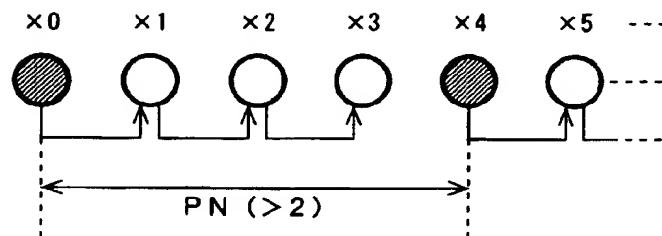


FIG. 5 B

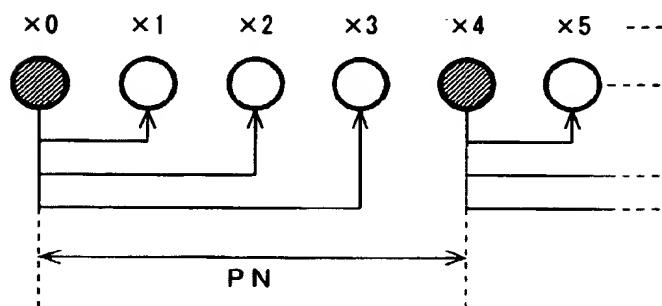


FIG. 5 C

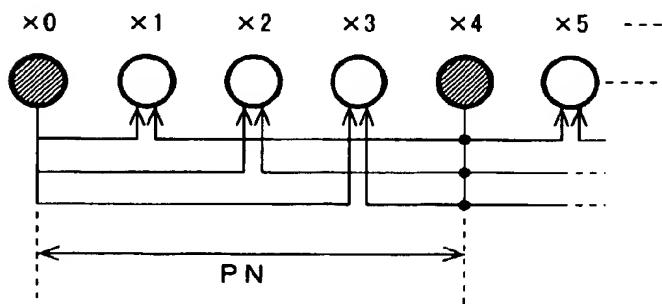


FIG. 6

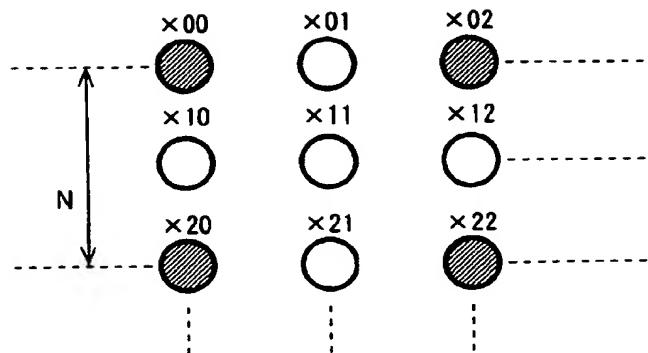


FIG. 7

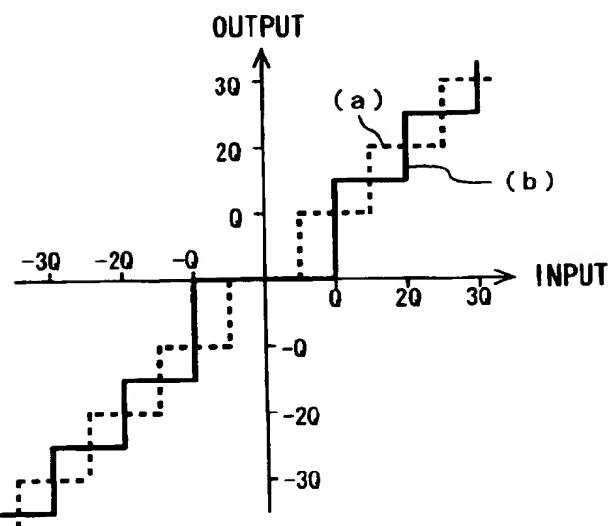


FIG. 8

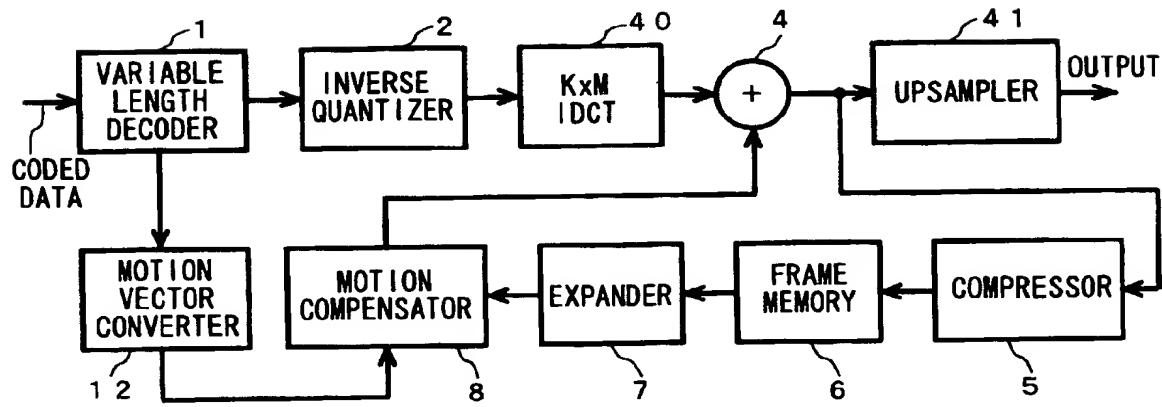


FIG. 9

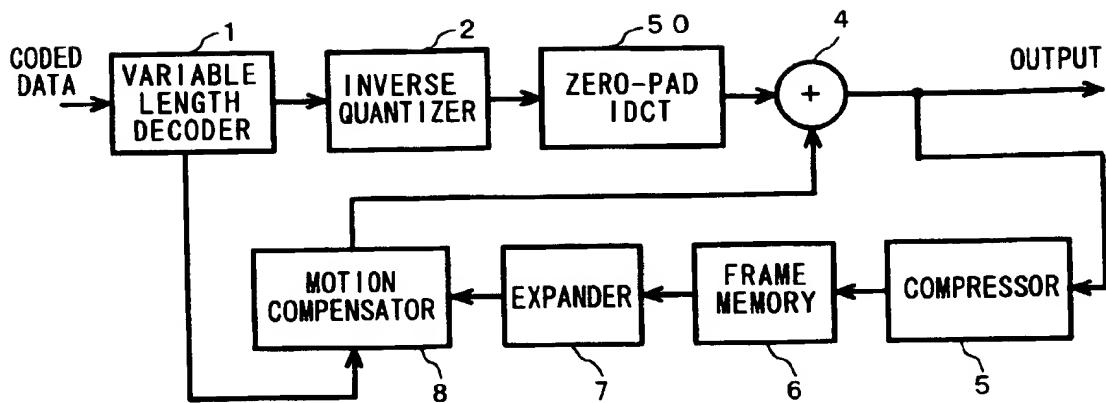


FIG. 10 A

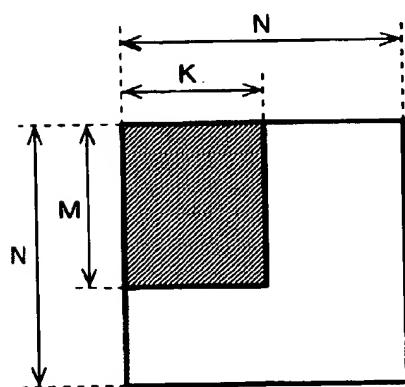


FIG. 10 B

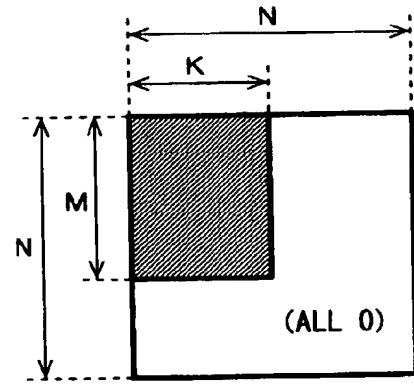
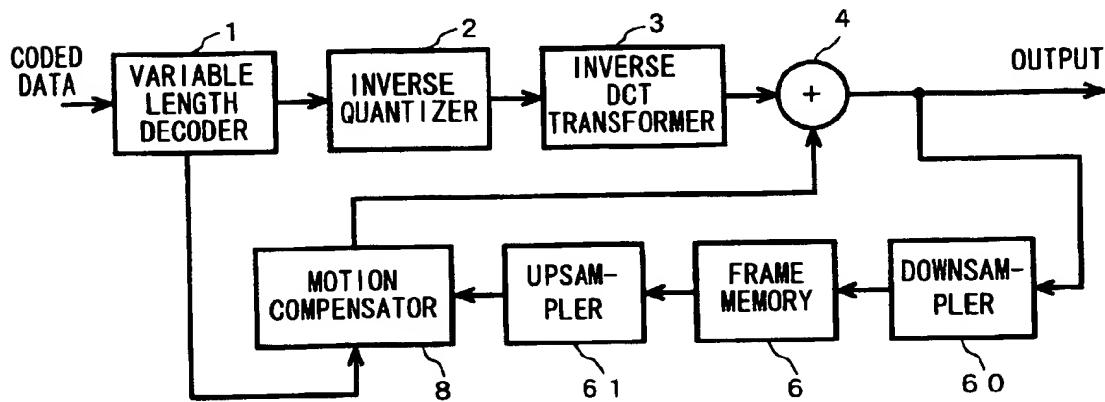
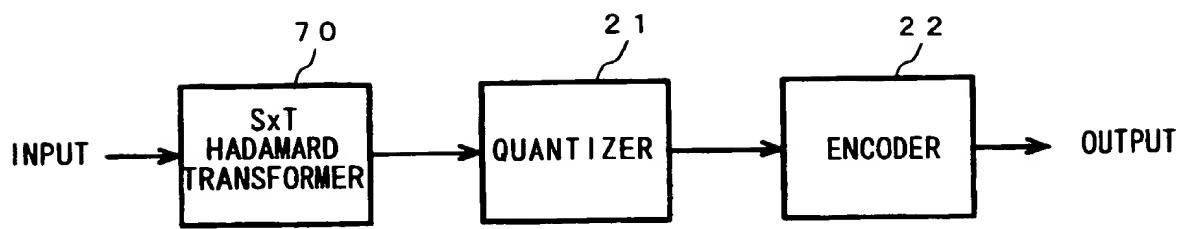


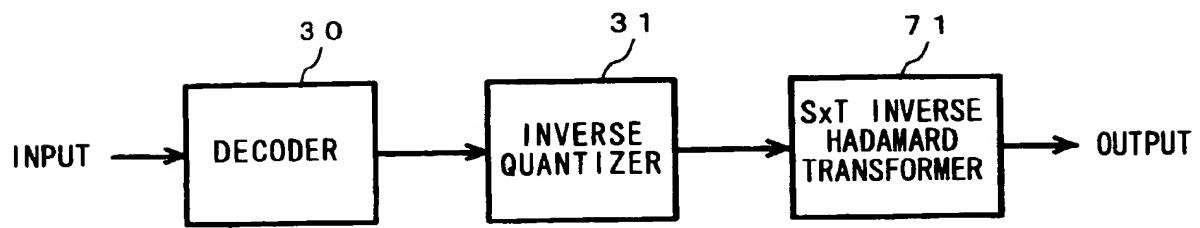
FIG. 11



F I G. 1 2



F I G. 1 3





(19)

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(11)

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(12)

## EUROPEAN PATENT APPLICATION

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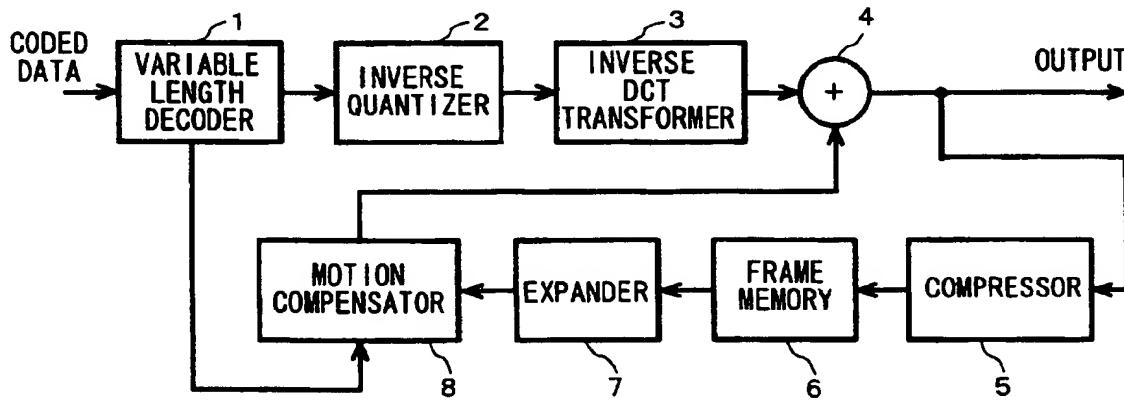
### (54) Apparatus for decoding coded video data

(57) An apparatus for decoding coded video data is provided which is capable of decreasing the storage size of its frame memory while attenuating the drift noise and minimizing lowering of the resolution during the reconstruction of the coded video data.

The apparatus comprises a data size reducing means for reducing the size of a decoded video data reconstructed by subsampling, pixel differential coding, or other means, a frame memory for saving a reduced

video data released from the data size reducing means, and a data size recovering means for recovering the original size of the decoded video data from the reduced data saved in the frame memory. Accordingly, the storage size of the frame memory is decreased by a combination of compression of pixel data and IDCT processing in a reduced block size and will successfully attenuate unwanted drift noise and minimize declination of the resolution.

FIG. 2



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## EUROPEAN SEARCH REPORT

Application Number

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<p>The present search report has been drawn up for all claims</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 33%;">Place of search</td> <td style="width: 33%;">Date of completion of the search</td> <td style="width: 33%;">Examiner</td> </tr> <tr> <td>THE HAGUE</td> <td>27 July 2000</td> <td>Fantini, F</td> </tr> </table>				Place of search	Date of completion of the search	Examiner	THE HAGUE	27 July 2000	Fantini, F
Place of search	Date of completion of the search	Examiner							
THE HAGUE	27 July 2000	Fantini, F							
<p>CATEGORY OF CITED DOCUMENTS</p> <table border="0" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; vertical-align: top;">           X : particularly relevant if taken alone            Y : particularly relevant if combined with another document of the same category            A : technological background            O : non-written disclosure            P : intermediate document         </td> <td style="width: 50%; vertical-align: top;">           T : theory or principle underlying the invention            E : earlier patent document, but published on, or after the filing date            D : document cited in the application            L : document cited for other reasons            .....            &amp; : member of the same patent family, corresponding document         </td> </tr> </table>				X : particularly relevant if taken alone Y : particularly relevant if combined with another document of the same category A : technological background O : non-written disclosure P : intermediate document	T : theory or principle underlying the invention E : earlier patent document, but published on, or after the filing date D : document cited in the application L : document cited for other reasons ..... & : member of the same patent family, corresponding document				
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For more details about this annex : see Official Journal of the European Patent Office, No. 12/82